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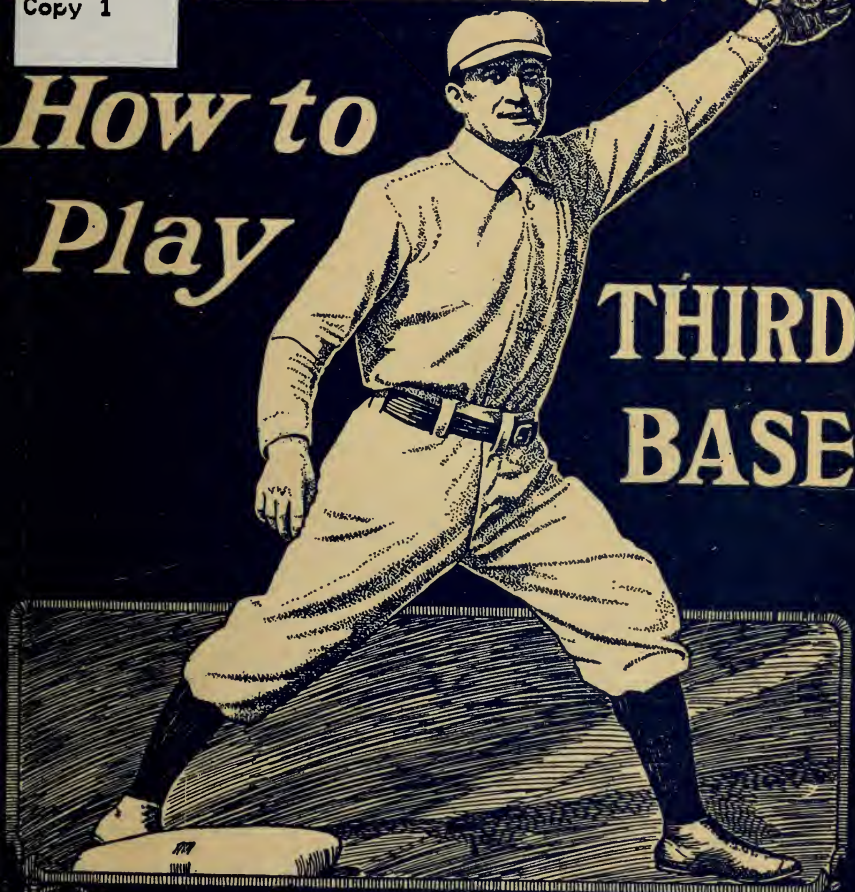
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How to Play

THIRD BASE



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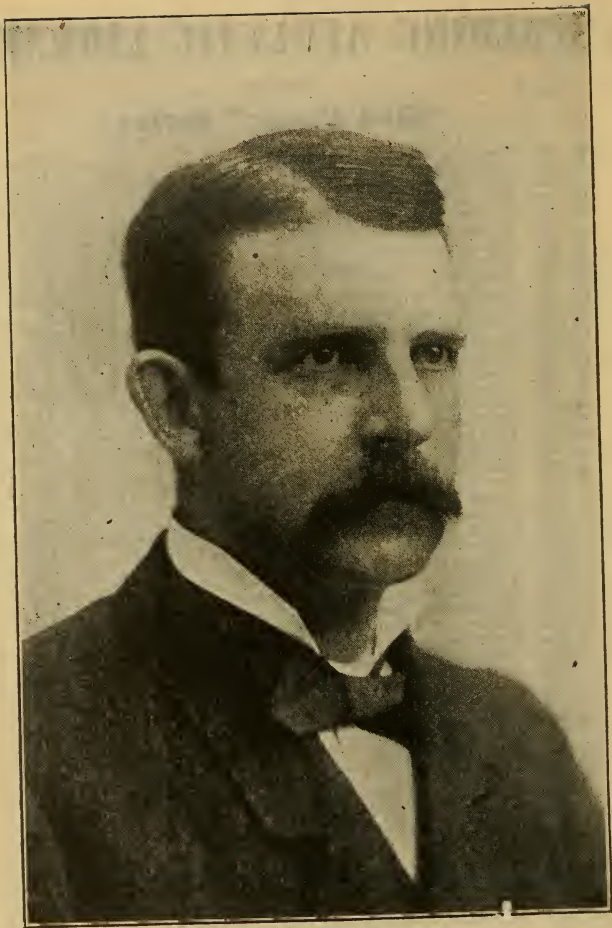
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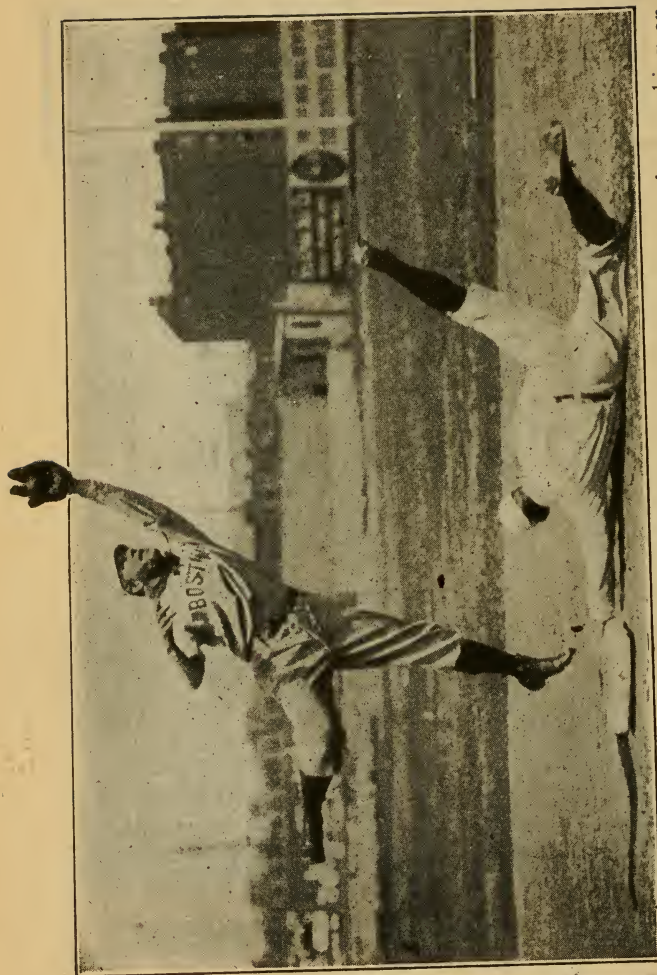
HOW TO PLAY THIRD BASE



NEW YORK
AMERICAN SPORTS PUBLISHING COMPANY
21 WARREN STREET

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A third baseman stopping a wild throw and preventing a base runner from making an extra base.

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HOW TO PLACE YOURSELF

With the bases empty the regular position at third is about ten feet inside of the bag along the base line between second and third. This position covers practically all of the territory toward second not taken care of by the shortstop and yet enables one to cut off drives over or just inside of third.

Every player of note has practically the same position while waiting for the batsman. Stand with the feet in line with a line drawn between second and third, but facing slightly toward third. The body should be pitched slightly forward and the weight borne mainly on the toes. This will give a quick start, and if the weight is evenly distributed on both feet it is easy to cover ground to the right, left or in front. Some players have a habit of keeping one foot in advance of the other. This is a gain in getting forward or to one side, but a handicap in the other. If you must play this way always be sure it is the left foot you keep forward. That will give you a better start toward home and third and the shortstop can cover to your left.

While waiting for the batsman the body should be stooped and the hands can be rested on the knees. Some third basemen swing their hands, but this is bad form as it gives the arms useless work without giving any advantage in return. When the ball is pitched get a start for the plate so as to be in motion when it is hit.

In fielding a ball there are several things to remember. Always get your glove right on the ground for a ball which is hugging the latter. Failure to do this will lead to hard driven balls being forced under your glove. Always use both hands in fielding whenever possible. One-hand catches and stops may appeal to the spectators, but they are likely to prove costly to a team. When you get your hands on a ball grip it tightly or a

twist may pull it out of your glove. In fielding grounders keep your knees well together and your body low so as to block the ball in case it misses your hands. Many an out can be made by following this rule even after you have had the misfortune to make a fumble.

In making a catch set yourself in such a way that you will be in a position to throw to first whenever that is possible. In order to get the ball away clean and hard you should be able to take a step directly toward the point at which you are throwing, and if you can get in a position to do this without first shifting your feet after catching the ball you save precious time.

To the third baseman falls some of the hardest chances in gathering in flies and good work in this line goes far toward making his reputation. Watch out for flies just back of third. This is one of the easiest places on the diamond to dump a ball and a well placed hit there is likely to result in a two-bagger. In order to get these, practice catching flies over your shoulder while running with the ball. There is a knack in it which can only be learned by practice and most players get too little of this kind of work. There is always plenty of work during practice on grounders, but rarely do the batters pop up flies around third during practice time. Make your team mates bat some out for you and try fielding them starting from your regular position at third.

Flies outside of the foul line afford many chances for spectacular plays, and at the same time offer opportunities to pull your team out of tight places. Always try hard for these kind of chances, even when the bases are vacant. Loafing may eventually change the result of the game.

With men on base watch out for a steal after the catch and whenever possible get the ball in such a position as to be set for a throw. With a man on third and but one run needed to tie or win it is sometimes best to drop a long foul fly when you know that it would be impossible to catch the runner going home.

PLAYING FOR BATTERS

Up to this we have been dealing with the position under ordinary conditions mainly. Now we come to the variations and inside work and here is where the brain work begins to tell. Most any one can become a good mechanical fielder, provided he will practice sufficiently, but few master the finer points. A careful study of the game, the batsman and your own pitcher are required for this.

The first thing to note is whether the batsman is right or left handed. This will make all the difference in the world as to where he is most likely to place a hit. With a batter who stands to the left of the plate and a fast pitcher the third baseman is the least likely to have hits to handle. With a slow pitcher the batter is likely to pull the ball around toward third. With a batter on the right side of the plate and a fast pitcher the third baseman is likely to have his hands full. With a slow pitcher and a fast batter the first baseman is the one most in danger.

Different curves and different styles of pitching also produce different fielding conditions. Fast pitching with the ball straight over the plate produces chances which are easy to handle unless the ball has too much speed. A straight pitched ball is generally hit without skew or twist and as a rule there is little doubt as to whether it is to be classed as a hit or an error when missed.

Watch out for bad bounders on curves and breaks. The ball almost always has a certain amount of rotary motion and this causes sharp breaks and bad bounds. It is this which makes clean fielding difficult. No rule can be laid down for fielding such hits and much judgment and experience is necessary in handling them properly. Even the greatest players are some-

times fooled so there is no reason to get discouraged if one or two get past you. Always try to study out for yourself the reason for such breaks and whether they are caused by pitching, peculiar batting or irregularities of the diamond. No two diamonds are exactly the same so far as fielding is concerned and the quicker you find out the ground around your position the better off you will be. By studying out causes for your failures you will lay up a store of knowledge which will prevent many mishaps in the future.

In placing yourself for a batter you should know something about the man you are playing for. It is safe to play well in for a fast man who is good at placing the ball. For a heavy hitter play well back on the base lines. This is especially true with an exceptionally heavy batter who is slow on his feet. With such a one it pays to get back to the edge of the base line. In case the base line is skinned and the grass begins back of it never field on the grass as the ball will invariably take a bound when it hits the edge of the turf. In fielding plays of this kind it is of importance to get yourself set for the throw as well as the catch. For weak hitters or when it is necessary to prevent a run from scoring with a man on third, field well in toward the plate so as to prevent the batter bunting the runner home.

In conclusion, and most important of all, always play the ball and never let the latter play you. The moment you get unfixed in your ideas and become wobbly you are almost sure to make a break.

HOW TO HANDLE BUNTS

Now we come to the most important signal problem a third baseman has to face—bunting. The first baseman and pitcher also have to take care of bunts, but upon the third baseman falls most of the work in this line. This work is increasing in importance right along as the batting becomes more scientific and more restrictions are placed on the pitcher.

Formerly bunting was restricted mainly to sacrificing with a man on base. Now the third baseman has to look for it almost any time with a fast man at bat.

The first thing to do is to know your batter. With the bases unoccupied a heavy hitter is not likely to try for a bunt, especially if slow. A light hitting, speedy batter, on the other hand, is always dangerous in this respect. Therefore it is safe to field in closer for the latter than the former. Try to judge what your man intends to do from his actions. If he takes the bat short when that is not his regular style of handling it be ready for a slow hit or bunt. Watch the way he places his feet, as some batters forecast the direction in which they are going to pull the ball by the way they stand. Some batters have a habit of looking around in the direction they are trying to place a hit, and this is a good sign to follow. If up against a trick batter, however, he may try to throw you off by doing something to indicate a hit in one direction and sending it in the other, and this is a case where only your good judgment can be of any avail.

With a man on first and no outs a bunt is always to be looked for, no matter whether a batter is fast or slow. The same is

true with a man on second only in less degree. With one out and a man on first or second, a bunt must also be expected, though conditions of the game will cut a figure here. With one out, a man on second, a fast man at bat and but one run needed to tie or win, a bunt is always to be looked for and quick work is called for in this case as there is a chance to catch the runner going to third. With a man on third a good man at bunting will sometimes try to bunt the runner home, a trick used by McGraw, and under these conditions the third baseman should field well in toward home.

Bunts require more judgment in their handling than any other kind of hits. Frequently they must be picked up with the ungloved hand and thrown without a chance for the fielder to set himself. The fielder must know the men on the bases and their speed to make the correct play even after he has the ball. With a slow runner on first and a fast one at bat as a rule the try should be made at second, giving a chance for a double. With a man on second it takes fast fielding and a quick turn to catch him going to third, but the play is worth trying for especially if the game is so close that a run is likely to prove decisive.

In order to handle bunts properly the third baseman must have the situation figured out before the pitcher delivers the ball to the plate. Then if something crops up which makes the play planned impossible quick thinking on the spur of the moment will sometimes save the day. Don't rely on this latter, however, but plan your plays before they come up and then you can devote all of your time to fielding the ball and at the same time be sure you will know what to do with it after it is secured.

Special instruction in regard to form in fielding bunts is of but little value. The play comes in so many different forms and so fast that it is a case of adaptability rather than any special style. When a bunt is looked for field well inside of third and closer to the foul line than under ordinary conditions. A fast start is an essential and practice will do much

toward giving you this. Have one of your team mates bunt for you and you will soon increase your speed and gain confidence in handling the ball. Care must be taken in coming in fast, however, that you are not moving so fast as to be unable to pick up the ball. Practice throwing the ball to first under handed as that is the quickest way to get the ball over on short throws.

Always have a good understanding with the pitcher and catcher in regard to fielding bunts. This will avoid collisions and prevent getting mixed up. In case there is an infield captain, he is supposed to call the player who is to take the ball. Even if you think you have the best chance to get the ball follow his advice. He is in a better position to judge the play than you are.

FIELDING FOR BASE RUNNERS

In guarding third base it is necessary to know something of blocking. Blocking is forbidden by the rules, but the umpire seldom pays any attention to it provided the case is not a flagrant one, and nearly every third baseman does it to help him make an out. Never block a player unless it is to assist you in putting the ball on him and never intentionally injure a player in doing it at any time. Miss an out before taking chances of injuring a fellow player.

When a base runner slides for third it is often possible to block him momentarily while you put the ball on him, when the side step would be to miss the out. In other cases it is possible to shove the runner to one side or the other enough and cause him to slide past the bag. Always watch the base runner who is sliding closely as frequently he will slide over or past the bag and you can get him before he can return.

Keep your eyes open for an attempt to spike you. This is "dirty" ball of the worst kind and it is more likely to be found among non-professional players than among those who follow the game for a living. A professional who uses his spikes in trying to injure a player soon gets a bad reputation and is shunned by others. Some amateurs think the trick a smart one. Protect yourself from a runner who is sliding feet first by stepping to one side or the other and in case he goes out of his way to reach you your duty is to protect yourself as best you can without regard to the runner.

A trick you must look out for is being pulled or thrown off your feet either by a base runner catching you with his arm or striking your leg with some part of his body. Always get a firm footing to avoid being thrown and if you should be knocked over put the ball on the runner as you fall on him.

In a run up or when a man is coming into third standing up watch out for an attempt to jostle the ball out of your grasp.

Try tricks occasionally to catch a base runner off third. To do this you must have signals to exchange with the catcher and pitcher. A catcher with a quick snap can frequently nail a runner, but the signals must be exchanged before the ball is pitched or a misplay is more likely than one that will prove successful. The catcher will see that the proper signal is given to the pitcher so that the batsman will not hit the ball and you must hustle back to first without waiting to see whether the batsman is successful in making connections or not. Work your man before signaling for the play and try to get him to take a dangerous lead. If he is too daring before the ball is pitched hustle back to the bag after signaling the pitcher and try to catch him this way. If caught off the bag the runner will sometimes make a dash for the plate and try to save himself by a slide. If you are prepared for this he should be an easy out, but if not a wild throw will cause trouble.

TEAM WORK EXPLAINED

Even though perfect in individual play no third baseman can ever hope to be successful without team work. Team work is the point which wins games and upon the third baseman falls a large share of team work. That is one of the reasons why no great team has ever existed without a great third baseman. It also explains why some third basemen of but ordinary mechanical ability are regarded as among the leading players at third.

The secret of team play as well as nearly everything else in base ball lies in hard study. No exact lines can be laid down as to team play which will leave nothing to be learned. Rules for the mechanical plays are easy enough and anyone who takes the pains can soon learn them. Practice will make these second nature and enable you to work them correctly, even when working at top speed. This is the first point to master. After that you must depend largely upon your own ability to think clearly and quickly.

The first thing that the third baseman runs against in team work is in fielding both grounders and flies. The men he works with are the shortstop, pitcher and catcher. Frequently the fraction of a second's hesitation will prove fatal in handling a bunt. As a rule the third baseman should handle bunts toward third. He is in the best position to field and throw. With a slow fielding pitcher, and especially with a left handed pitcher, it is of the utmost importance for the third baseman to go after almost any ball not dropped directly in front of the plate or toward first. Call your ball when you go after it so as to leave no chance for a mistake and pay no attention to anything else until you get it.

In getting flies it is well to let the catcher have the chance if he has as good an opportunity to reach the ball as you have, owing to his larger glove. The trouble with fielding flies is

that many opportunities are afforded for spectacular plays and fielders can not be prevented from "starring" to the detriment of the team. The only way to avoid collisions is by obeying the call of the captain no matter what you think of your own chances.

A big point in team work is in knowing the capabilities of the men you are working with. Some first basemen are weak on high or wide throws while others can not stop low ones. Hurried throws can not always be directed correctly, but a little care will prevent throws to a baseman's bad point on ordinary chances.

Throws to the bases must be governed by the conditions at the time. On a force out at second throw at the body of the baseman. If he is taking care of his part of the work he will hold his hands in such a position as to guide your throw. Where a slide is looked for in an endeavor to avoid being tagged the throw must be low and far enough out on the side from which the slide is expected to give the baseman a chance to tag the runner before the runner's feet or hands can get to the bag. When it is necessary to throw past a runner look out for some sign from the man you are to throw to telling you which side to throw to. Unless you do this you are likely to hit the runner and make a bad break.

The most frequent opportunities the third baseman has for a double play is on an attempted bunt with a man on first. Another opportunity comes at times with a man on second. Fast fielding on an infield tap will get the runner at first and a quick return to third will catch the runner from second trying to gain that base. If the runner at second gets too far off second on an infield tap try for him or make a bluff to scare him back and then make your throw to first. In throwing to second for a double play get the ball waist high and to the outside of the bag so that the player fielding at that point can whip it to first without delay. In taking a throw yourself always guide the aim of the man throwing, by holding your hands where you want the throw.

Backing up is an essential feature of team work. On hits which the shortstop takes the third baseman should back up behind him whenever possible. If the pitcher fields over toward third on bunts back him up also. On throws the third baseman is mainly called upon to back up the second baseman and catcher. On all throws from right field back up behind second, third or home as the throw may be directed. In case of a wild throw past first back up on the return throw to first and in case of a wild throw to the plate cover the latter or back up the pitcher if he does so. The catcher, pitcher, left fielder and shortstop will on the other hand back up the particular one depending upon the direction of the throw. In case you field for a grounder and miss it, it is always well to remember the old trick of throwing yourself flat on the ground in order to give the shortstop a chance to throw in case he gets the ball, **and you can not get out of his way otherwise.**

SOME FACTS ABOUT THIRD BASE

BY ARTHUR DEVLIN.

One strange thing in connection with third basemen in the major leagues, and it seems to be a rule which applies in the minor leagues, too, is the fact that third basemen, as a rule, are always third basemen. It is seldom that any one hears of a third baseman who was once a pitcher, or an outfielder, or an infielder in some other position. It is customary for players to drift from one position to another, as relates to the other fielding points on the diamond, but there does not seem to be much of that sort of thing in regard to the third baseman.

I asked a veteran manager once why such was the case. He replied: "My boy, I am not saying anything to praise you or the other third basemen who are prominent throughout the major league world, but it is a fact that third basemen are born, not made. It is one position on the diamond in which players who are moderately successful, seem to fit by intuition, although I shall not say that some of them can profit a great deal by practice and attention to the details of the game."

As a matter of curiosity I have asked other third basemen if they ever cared particularly to play other positions on the field. Most of them replied that they would like to do so, if they could play them as well as certain players who had built up reputations for expertness, but if my memory serves me right many of them said that they never felt quite at home when they were shifted away from the sharpest left field angle, which is formed by the proximity of the foul line to the territory which the third basemen is usually expected to cover.

Ball players, who begin to play third, and continue to do so, are quick to learn that hits come with greater speed to that

position than to almost any other, except liners that go directly to the pitchers. This, of course, is due to the fact that left field batting is more or less prevalent and that grounders met with the full swing of the bat are twisted around toward third with the speed of a bullet.

There is little time to gauge such hits. Frequently there is no time. The ball barely is off the bat before it is in the hands of the baseman, if he is fortunate enough to stop it. In any event it is obvious that it is necessary to have a quick eye to field the position, and that is something which is not to be obtained by practice, but which must be possessed when the player makes a beginning at the place.

To hold your own fairly well at third base it is also necessary to be possessed of a free pair of hands. By that I mean the ability to grasp the ball firmly, or at least break it down, without finding it essential to take it in a certain way. No third baseman can depend upon having his position so assured to stop the ball that he is ready to make the play to first base the moment that he touches the bounding sphere.

He may be off his balance, for one thing, as the ball comes to him. Whether he is or not, it is vital to his team that he stop it, and then recover himself quickly to pick it up and throw it to first. Possibly he will be able to stop it with the flat of his hand. Just as likely he will only be able to impede its force by touching it with his fingers, or it may strike him on the wrist, or, as often happens, on the forearm, but wherever it comes, and wherever it drops, if he fails to hold it securely it is essential that he get possession of it as soon as possible in order to retire the batter at first.

Time is a valuable factor with a third baseman. Fully fifty per cent. of the throws which he makes across the field are long and at bad angles. If he is slow of recovery after fielding a ball, which it is impossible to stop cleanly, his chances of catching a batter, who is also a fast runner, are appreciably diminished. Almost all of his plays must be made in a hurry, and half the time he has no chance to "set himself" for the throw, and must

deliver the ball to the first baseman with a continuance of the motion which he makes in securing it.

It has generally been agreed that a player at third, who is expert in making one-hand plays, has a double advantage over one who is not. By that I do not mean that it is justifiable to try one-hand plays in order to add a little of the spectacular to the game, but I do not think that it will be denied that a player who can reach out to his right or to his left with a reasonable certainty of receiving the ball, and handling it cleanly, is the more valuable to a team by reason of the greater ground which he is able to cover.

One of the best third basemen who ever lived, Jerry Denny, was famous for his one-hand plays, and it was said of him by many a manager that they would prefer to see Denny try to make a play with one hand then to bank with conviction in the chances of some other players making the same stop with both.

Managers have told me that as a rule they would prefer to have third basemen with height and a wide reach. The height is essential in pulling down liners which are batted to left field with much force. The wide reach, of course, means that the player is more certain on his right, where the grounders go fastest as they pass near the base. A wide reach is a valuable asset to any infielder, whether he plays third base, second, first or shortstop.

Since the art of sacrifice hitting has been so much elaborated in recent years the duties of the third basemen have increased greatly. Formerly the basemen could play well back and be in a better position to stop hard hits. Nowadays, when it is a question whether the batter means to sacrifice or to hit the ball out, the third basemen is kept fairly close to the line, and must be on the alert to try for the ball, no matter where it is batted.

Fielding bunt hits is an art in which the third basemen can improve by practice. Spectators frequently criticise a third baseman for trying to pick up a bunt hit with one hand, and yet, as a rule, it is the only proper way in which to play for the ball.

This is almost invariably true where the batter is very fast on his feet, and is known to be specially good in running to first base.

It is evident that if the third baseman runs forward, with the intention of picking up a bunt with both hands, he will not be in such good position to throw to first as he will if he is able to get the ball with one hand, and then, as he assumes an erect position, throw to first without trying to brace himself for a line snap across the diamond. When the ball is picked up with both hands there is always a fraction of a second lost in shifting it firmly to the throwing hand. If the ball is picked up alone with the throwing hand, it falls into a natural position to throw by intuition.

Another aid to playing third base is in the matter of learning to throw properly. It will not do to depend entirely upon overhand throws. It takes too long to get the arm up and the shoulder drawn back for a swift shot to first. One-third of the stops which are made by the third baseman, leave the ball in such a position in the hands that it is far better to get it over to first with an underhand throw—and the underhand throw is just as easy to make as the overhand throw if a player will practice it persistently.

Young players tell me that it is awkward and not natural for them to throw underhand. That is more a matter of superstition than actual fact. It is true that underhand throwing is, if anything, more natural than overhand throwing, and players who try to see whether they cannot throw underhand find out after they have tried a bit that after all it is nothing but an amplification of the old-fashioned jerk, and there is not a boy but will recall that when he first began to throw a stone, or an apple, or something of that kind, he found it came almost as second nature to him to jerk the missile, while he possibly acquired the art of overhand throwing by watching his big brother or some older companion. It is well to remember that when raising one's self from a stooping position it is simply out of the question to make an overhand throw, while the ball can be

snapped with an underhand throw with the body half bent to the ground.

In touching runners who are trying to make third either on a steal or a long hit with but little time it is not out of place to call the attention of beginners to the fact that almost all runners who come to third slide in behind the base. It is more common of this base than it is of second. Therefore the third baseman should always be in a position to reach for his man behind, and not trust to luck to see him sliding in at his feet, or directly in front of him. This being the case, the third baseman should be sufficiently quick to "duck down," and touch the runner with the same motion as which he received the ball. It will save him many a close call if he learns how properly to touch the runners out.

POINTS WORTH LEARNING

BY ARTHUR DEVLIN.

Every boy who essays to play third base must begin with the idea firmly fixed in his mind that it is imperative for him to be a hustler. It is impossible to loiter and be successful at this position on the base ball field. Between ground hits and line drives, and the work of backing up the base when runners come full tilt from second, trying to reach third in safety or possibly trying to turn it full speed for home before they can be shut off by other infielders, the third baseman is a busy individual.

Almost the whole method of playing third has changed within the last ten years. There was a time when the third baseman stood back on the line and did his best literally to knock down the hard hits which were usually driven in his direction by the right hand batters. That was considered to be quite great enough task by itself, and no manager deemed it possible to get much else out of a third baseman. Now and then a fielder would be found who could cut across the diamond and stop some of those sharp drives which are made between third and short, and which are usually too deep for a shortstop to reach in time to retire the runner and in those days too fast for the average third baseman. Many of the third basemen who are playing now think nothing of stopping half a dozen such smashes in a week.

It is true that the style of batting, which changed with the introduction of the bunt hit into common practice, changed the style of third base, and it is also true that the new style of batting put more work on the third baseman than he had under the old order of things.

It so changed the hazards, which are a part of the third baseman's lot, that it was impossible for him to be a deep infielder. It made him as much a fielder of short hits as the pitcher. For a time there were some of the third basemen who took the

ground that it was the lot of the pitcher to take care of all the short hits that were batted close to home plate, but as the newer third basemen made their reputations and began to show what they could do in handling bunts, it became imperative that all third basemen should be skillful in handling batted balls of that kind if they wished to retain their positions in the larger leagues.

In the leading base ball organizations of the United States there are now many batters who are able to place the ball. They may not place it so definitely that a foot one way or the other will mark its limitations, but they will place it close to the base lines, and by a skillful manner of handling their bats will be able to drop the ball to the ground so that it shall roll slowly or fast. These batters must be watched with the greatest of care by a third basemen. They furnish the real test whether a third baseman is good or simply just average.

It is also a fact that there are younger players now developing who are able to use almost the same skill with the bat and the games in the primary and secondary leagues are conducted under conditions which correspond in many ways to those of the larger leagues. For that reason the boys and the youths of the country who play base ball, and who follow the fortunes of third base, find that at the very beginning of their undertaking they are compelled to play third base after the modern style.

There is only one thing which may be said in regard to the batter who can bunt as well as hit the ball out. "Keep your eye on him." He is a dangerous customer. With the ability to shift suddenly at the plate so that he shall poke the ball with the easiest motion imaginable toward third, just inside the line, and just where it is almost out of the question to get it in time to throw him out at first base, the third baseman must try to out-guess him. That is probably the only manner in which he will catch him at first.

When a batter of this type is at the plate it is not advisable to play too far back in the field. Hug the base line rather closely and try to be on your toes, so that if he does bunt, you will be able to take a quick step forward for the ball. There are some

batters on whom it is almost necessary to start with the first motion of the pitcher in delivering the ball, because they are so clever that they will have succeeded in pushing the ball as they wish to push it, and will be more than half way to first base when the fielder has been smart enough to get up to the ball.

Almost all bunters are fast, so it is always well to keep a keen watch out for the tricks of the bunter. If a third baseman to a certain extent can conceal what his course will be in trying to field the ball, it will be much to his personal advantage, for the batter will be unable to fool him by divining whether he intends to run in or stick to the base line as the ball nears the plate.

Young players who are now learning the rudiments of the game, must not forget that speed enters far more freely into base ball than it did ten years ago. If there is one feature more than another in which there has been improvement in the national sport, it is in the matter of quickness on the part of players.

The old style of batters, with their long, free, hard swing at the ball, were much slower in getting "on to the ball" than are the batters of the present day. It is true that they did plenty of execution when they did hit the ball, and that was largely the reason why the third baseman was compelled to play back. Grounders would come rolling over the turf with almost enough force to break a man's bones, and there were few third basemen who were not at some time of the season pretty badly battered because they had faced hot liners and hot grounders. The hard work of the third baseman was one of the principal reasons for the improvement in the fielder's glove.

The third baseman of the present day still gets many of these hard hits to handle, but he is more baffled by the deliberately placed slower hits, which are extremely difficult to handle because of the lead which a fast batter obtains on his way to first base.

To settle upon any fixed position on the infield is foolish on the part of the baseman. The conditions may vary not only with every batter who walks to the plate, but with the same batter

during one trial to hit the ball. If a batter tries twice to make a sacrifice, and fails to do so, if he is not an expert bunter, on the next effort he may be likely to hit the ball out. Yet the third baseman who foolishly gives up every idea that he will try for a bunt may be completely deceived. Now and then the cleverest kind of a play is made by the batter doing the very thing for which the third baseman is not prepared, and there are some batters who will take another chance on bunting the moment that they see the third baseman likely to abandon the idea that they are going to attempt a sacrifice.

All things considered, a third baseman who is quite tall has an advantage over a third baseman who is short. It is surprising how many line hits will go screaming over a third baseman's head to the outfield. The shorter man, it is quite evident, will miss more of these than the player who is tall.

When a line drive does go by the third baseman it is usually a hit which does much damage. It is more likely to be a two-base hit than it is a single, and it is quite as likely to be a three-bagger, or a home run, because the ball is most generally driven by the batter very close to the line, and none but the swiftest and most expert left fielders are able to get up in time to choke the runner down.

Another feature in favor of the tall third baseman is his ability to stop throws which come across from first. Very frequently the first baseman will be compelled to send the ball across the diamond without hesitation. He has no time to aim, or even to take a good look at what he is going to do, but hurls the ball with all of his force and trusts to luck. If it happens to go high, and too high for the man who is to receive it, there is little prospect of its being stopped short of the stand, and that is all to the advantage of the runner.

Of course I do not try to maintain that the short man cannot be a successful third baseman, for there are plenty of short men who have done well in the position, but my idea is to encourage the tall boy to play third base if he shows an inclination to devote his time to that department of the sport. Tall third

basemen and tall first basemen always will be welcomed in professional base ball, more particularly if they display skill in other directions which are of value on the field.

The third baseman of the present day should learn to throw from almost any position and with almost any motion. There are times in fielding bunts that it is out of the question to make an overhand throw. The time lost in straightening up to start the ball from over the shoulder would practically give first base to the batter. The only way in which to catch him is with a quick underhand toss.

Nor must the third baseman wait to straighten himself before making the toss. He must be able to throw when half bent over and, if he can do so, has one-third more chance to catch the batter than if he is unable to throw except from a certain attitude.

FEATURES OF THIRD BASE PLAY

BY BOBBY BYRNE.

Yes, it's the "hot corner" all right, but at that I don't consider the position more difficult than shortstop. The two are about on a par. Both call for long throws across the diamond, both call for speed and accuracy and both call for quick thinking.

If third base has a slight shade on the shortstop for difficulty, it is caused by the bunts the third baseman must handle and those bunts, after all, are the keynote of the third baseman's ability. If he can get away with them, he may fall down in several other points and yet be rated a crack-a-jack. It is very sensational work when the third baseman can sprint in toward the plate, scoop up a neatly laid down bunt with one hand and with the same motion while on the run heave accurately to the waiting first sacker. Very showy is such work and never fails to bring applause from the gallery. But, after all, while proficiency in such things comes from much practice and a good deal of luck, give me the third baseman with plenty of nerve, who is not afraid to stand up and run in, if necessary, when the ball comes at him like a streak of lightning.

If I have had any particular success at the position, I attribute it to the determination to play close—closer than anyone else. In this way, no bunts get away from me. That's the secret of good work—be right on top of bunts and the batsman will rarely get away with one on you. Of course this requires nerve. The batsman—particularly the heady batsman—will see that the third baseman is "laying" for him and he will switch his plan to a red-hot drive that will come near "taking your block off." The fact is, however, that the thought of getting your head broken or sustaining other severe injuries is the worst feature of the whole business. Rarely if ever does the third baseman get injured and, should the fates decree that he does get a smart rap on some tender spot, take it when it comes and look pleasant.

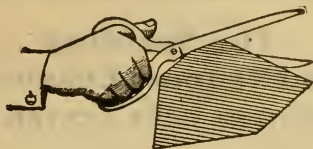
It's all in the game and the few such happenings will not overbalance the times without number when you will distinguish yourself by plays you could not have made had you played as though you were afraid of getting hurt.

It goes without saying that the third baseman must have a good arm. He must be able to use the underhand as well as the overhand throw and must practice for speed in getting the ball away and for accuracy in getting it to its destination. It is seldom that he can straighten up for a throw to first base.

He should have a perfect understanding with both the pitcher and the shortstop. The understanding with the pitcher is not merely on which shall cover bunts with a runner on second, for instance, but on simplifying a bit of the fielding question, particularly when the batter gives evidence of a propensity to bunt. Suppose you see a batsman with his mind made up to bunt and you know that he usually bunts toward third base. When the pitcher is working with me, I sing out to him to "let him hit it" or something to that effect, apparently giving the batsman the tip that I am willing to take the chance.

The pitcher, however, knows what I mean. He knows that I wish him to give the batter—we are talking about right hand batters now—a ball on the outside, which will make him slice the bunt off toward first base. A right-hand batsman will hit a ball "on the inside" toward third, but he can't pull a ball "on the outside" toward third to save his life. Thus between us, the pitcher and I "cross" the batsman and he either makes a feeble attempt and goes out, or he fails to hit the ball at all.

The third baseman has to use his brains—in what position can he do without them? He must know when to play in for a bunt and when to relinquish the attempt to get a bunt to the pitcher or to the shortstop and get back to his bag. He must also never neglect to cover his position when fielding a bunt the moment he lets the ball go. It is absolutely necessary to have a perfect understanding with the shortstop about covering third when drawn in for a bunt, but he must remember that it is his station and that when the shortstop fails to cover he is responsible, whether the shortstop is really guilty of negligence or not.



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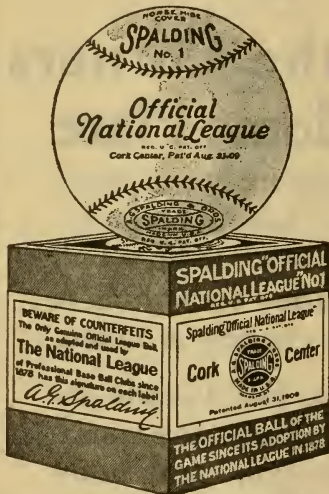
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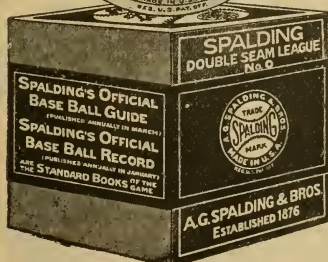
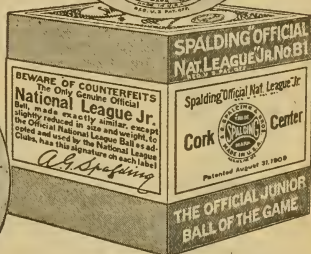
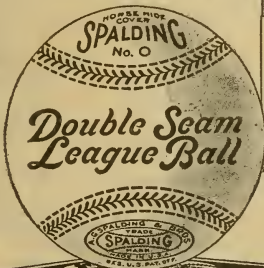
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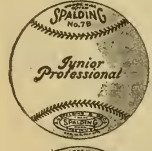
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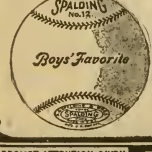
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No. 7B. Slightly under regular size. Horse hide cover and is very lively. In separate box and sealed. . . Each, 25c.

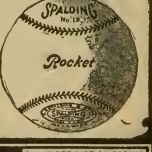
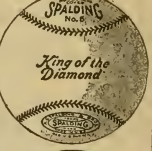
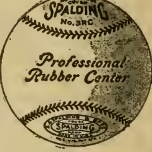
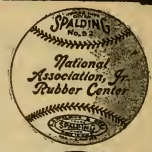
Spalding King of the Diamond
No. 5. Full size; made of good material and horse hide cover; put up in separate box and sealed. . . Each, 25c.

Spalding Lively Bounder
No. 10. Horse hide cover. Inside is all rubber, making it very lively. Ea., 25c.

Spalding Boys' Amateur Ball
No. 11. Nearly regulation size and weight. Best ball for the money on the market. Each ball trade marked. . . Each, 10c.

Spalding Boys' Favorite Ball
No. 12. Good lively boys' size ball; two-piece cover. Each, 10c.

Spalding Rocket Ball
No. 13. A good bounding ball, boys' size. Best 5-cent two-piece cover ball on the market. Each, 5c.



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Spalding "Players' Autograph" Bats

No. 100. "Players' Autograph" Bats, bearing the signature of the player in each case, represent their playing bats in every detail. Made from the finest air dried second growth straight grained white ash, cut from upland timber, possessing greater resiliency, density, strength and driving qualities than that of any other wood. The special oil finish on these bats hardens with age and increases the resiliency and driving power of the bat. Each, \$1.00

Carried in stock in all Spalding stores in the following Models. Mention name of player when ordering.



Ray Douglas AUTOGRAPH MODEL
Largest and heaviest bat (except Meyers special model) used by any professional ball player. Weights from 51 to 55 ounces. Length 35 in.

Harry Johnson AUTOGRAPH MODEL
Well balanced, comparatively light weight, with sufficient wood to give splendid driving power. Weights from 36 to 40 ounces. Length 34½ in.

Frank M. Schute AUTOGRAPH MODEL
Very small handle, and balanced so that with a full swing, terrific driving power results. Weights from 37 to 41 ounces. Length 35 inches.

Samuel B. Crawford AUTOGRAPH MODEL
Splendid model, comparatively small handle, well balanced. Weights from 40 to 44 oz. Length 35 in.

Frank A. Chance AUTOGRAPH MODEL
Extra large heavy bat with thick handle. Weights from 44 to 48 ounces. Length 35 inches.

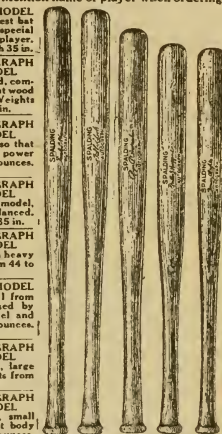
Ed L. Clarke AUTOGRAPH MODEL
Different model from that formerly used by Clarke, improved in balance, model and length. Weights from 39 to 43 ounces. Length 34½ inches.

Agnes O. Anderson AUTOGRAPH MODEL
Short bat, large handle, well rounded end. Weights from 40 to 44 ounces. Length 32½ in.

Mully J. Huggins AUTOGRAPH MODEL
Short bat, small handle, but body quite thick. Weights from 38 to 42 ounces. Length 32 inches.

Bliss Zimmerman AUTOGRAPH MODEL
One of the best all around models ever produced. Medium small handle and well distributed striking surface. Equally suitable for the full swing and for the choke style of batting. Weights from 40 to 45 ounces. Length 34 inches.

We can also supply on special orders Donlin, Oakes, Keeler and Evers Models.



John Ellorfeld AUTOGRAPH MODEL
The smallest, shortest and lightest bat used by any professional player. Specially adapted to small or light men. Weights from 35 to 39 ounces. Length 31 inches.

SPALDING SPECIAL MODEL BATS

We can supply on special orders Model Bats same as we have made for the most famous batsmen on National and American League Teams.

BAKER, Philadelphia, American League	Model B	MEYERS, New York, National League	Model M
CALLAHAN, Chicago, American League	Model C	OLDRING, Philadelphia, American League	Model O
DAUBERT, Brooklyn, National League	Model D	PASKERT, Philadelphia, American League	Model P
FLETCHER, New York, National League	Model F	SPEAKER, Boston, American League	Model S
HERZOG, Cincinnati, National League	Model H	THOMAS, Philadelphia, American League	Model T
LUDERUS, Philadelphia, National League	Model L	WHEAT, Brooklyn, National League	Model W

The original models from which we have turned bats for the above players we hold at our Bat Factory, making duplicates on special order only. These special order bats do not bear the Players' Autographs. We require at least two weeks' time for the execution of special bat orders.

Spalding Special Model Bats. Professional Oil Finish. Not Carried in Stock. Each, \$1.00

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

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Spalding "All Star" Model Bats

No. 100S. This line for 1915 comprises twelve models specially designed for amateur players and selected from models of bats used by over five hundred leading batters during the past ten years. Quality of wood used is finest selected second growth Northern ash, air dried and treated as follows: yellow stained, mottled burnt, carefully filled, finished with best French polish. . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model S1—31 in.	35 to 39 oz.	Model S5—34 in.	40 to 44 oz.	Model S9—35 in.	40 to 45 oz.
Model S2—34 1/2 in.	40 to 45 oz.	Model S6—33 in.	38 to 43 oz.	Model S10—33 in.	37 to 43 oz.
Model S3—31 1/2 in.	38 to 42 oz.	Model S7—33 in.	37 to 43 oz.	Model S11—35 in.	42 to 46 oz.
Model S4—32 1/2 in.	40 to 45 oz.	Model S8—34 in.	39 to 44 oz.	Model S12—33 in.	40 to 44 oz.

Spalding Professional Improved Oil Finish Bats

No. 100P. The Spalding Professional Improved Oil Finish as used on this line is the result of exhaustive experiments and tests conducted in our bat factory, with the assistance of some of the greatest professional players. The timber used is identical with that in "Players' Autograph" and "All Star" models. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model P1—31 in.	35 to 39 oz.	Model P5—34 in.	40 to 44 oz.	Model P9—34 1/2 in.	40 to 45 oz.
Model P2—33 in.	38 to 43 oz.	Model P6—35 in.	40 to 44 oz.	Model P10—34 in.	38 to 42 oz.
Model P3—33 in.	39 to 44 oz.	Model P7—34 in.	39 to 43 oz.	Model P11—35 in.	45 to 50 oz.
Model P4—33 in.	36 to 40 oz.	Model P8—34 1/2 in.	38 to 43 oz.	Model P12—35 in.	40 to 45 oz.

Spalding Black Oil-Tempered Bats

No. 100D. These bats are tempered in hot oil and afterwards treated with a special process which darkens and hardens the surface and has exactly the same effect as aging from long service. The special treatment these bats are subjected to make them most desirable for players who keep two or three bats in use, as the oil gradually works in and the bats keep improving. Line of models has been very carefully selected. Timber used is the same as in our "Players' Autograph," "All Star," "Professional Oil Finish" and Gold Medal lines. . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model D1—31 in.	35 to 39 oz.	Model D5—34 in.	40 to 44 oz.	Model D9—34 1/2 in.	40 to 45 oz.
Model D2—33 in.	38 to 43 oz.	Model D6—35 in.	40 to 44 oz.	Model D10—34 in.	38 to 42 oz.
Model D3—33 in.	39 to 44 oz.	Model D7—34 in.	39 to 43 oz.	Model D11—35 in.	45 to 50 oz.
Model D4—33 in.	36 to 40 oz.	Model D8—34 1/2 in.	38 to 43 oz.	Model D12—35 in.	40 to 45 oz.

Spalding Gold Medal Natural Finish Bats

No. 100G. Models same as our "Professional Oil Finish," but finished in a high French polish, with no staining. Timber is same as in our "Players' Autograph," "All Star," and other highest quality lines, and models duplicate in lengths, weights, etc., the line of Spalding "Professional Oil Finish" styles. . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model N1—31 in.	35 to 39 oz.	Model N5—34 in.	40 to 44 oz.	Model N9—34 1/2 in.	40 to 45 oz.
Model N2—33 in.	38 to 43 oz.	Model N6—35 in.	40 to 44 oz.	Model N10—34 in.	38 to 42 oz.
Model N3—33 in.	39 to 44 oz.	Model N7—34 in.	39 to 43 oz.	Model N11—35 in.	45 to 50 oz.
Model N4—33 in.	36 to 40 oz.	Model N8—34 1/2 in.	38 to 43 oz.	Model N12—35 in.	40 to 45 oz.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

HOLD BAT PROPERLY AND STRIKE THE BALL WITH THE GRAIN. DON'T BLAME THE MAKER FOR A BREAK WHICH OCCURS THROUGH IMPROPER USE OR ABUSE.

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Spalding Genuine Natural Oil Tempered Bats

No. 100T. Made of the highest quality, thoroughly seasoned second growth ash, specially selected for resiliency and driving power, natural yellow oil tempered, hand finished to a perfect dead smooth surface and made in twelve simply wonderful models, the pick of the models that have actually won the American League and National League Championships during the past few years. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model T1. 33½ in.	36 to 41 oz.	Model T5. 32½ in.	44 to 48 oz.	Model T9. 33½ in.	45 to 50 oz.
Model T2. 34 in.	39 to 43 oz.	Model T6. 34½ in.	41 to 45 oz.	Model T10. 36 in.	43 to 47 oz.
Model T3. 35 in.	40 to 44 oz.	Model T7. 34 in.	43 to 47 oz.	Model T11. 34 in.	37 to 41 oz.
Model T4. 34½ in.	38 to 42 oz.	Model T8. 33 in.	45 to 50 oz.	Model T12. 35 in.	40 to 45 oz.

Spalding New Special College Bats

No. 100M. An entirely new line, special new finish; special stain and mottled burning; carefully filled, finished with best French polish. Wood is finest second growth Northern ash, specially seasoned. Models are same as we have supplied to some of the most successful college players. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model M1. 31 in.	35 to 39 oz.	Model M5. 34 in.	40 to 44 oz.	Model M9. 35 in.	40 to 45 oz.
Model M2. 34½ in.	40 to 45 oz.	Model M6. 33 in.	38 to 43 oz.	Model M10. 33 in.	37 to 43 oz.
Model M3. 31½ in.	38 to 42 oz.	Model M7. 33 in.	37 to 43 oz.	Model M11. 35 in.	42 to 46 oz.
Model M4. 32½ in.	40 to 45 oz.	Model M8. 34 in.	39 to 44 oz.	Model M12. 33 in.	40 to 44 oz.

Spalding Very Dark Brown Special Taped Bats

No. 100B. Very dark brown stained, almost black, except twelve inches of the handle left perfectly natural, with no finish except filled and hand-rubbed smooth, and then beginning four inches from end of handle, five inches of electric tape, wound on bat to produce perfect non-slip grip. Each, \$1.00

Furnished in any of the following six models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model B1. 31 in.	35 to 40 oz.	Model B3. 32½ in.	40 to 44 oz.	Model B5. 34 in.	37 to 41 oz.
Model B2.* 32 in.	38 to 43 oz.	Model B4. 33 in.	39 to 46 oz.	Model B6. 34½ in.	37 to 41 oz.

* Bottle shape.

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Spalding Trade-Mark Bats

No. 75. Wagon Tongue. Most popular models, light antique finish. One dozen in a crate (assorted lengths, 30 to 35 inches and weights, 36 to 42 ounces). Each, 75c.

No. 50M. Mushroom. ^{Patented Aug. 1, 1901} Special finish. Invaluable as an all-around bat. Each, 50c.

No. F. "Fungo." Hardwood. 38 inches long, thin model. Professional oil finish. Each, \$1.00

No. 50W. "Fungo." Willow, light weight, full size bat, plain handle. Each, 50c.

No. 50T. Taped "League" ash, extra quality, special finish. Each, 50c.

No. 50. "League," ash, plain handle. 50c.

No. 25. "City League," plain handle. 25c.

No. 50B. "Spalding Junior," special finish. Specially selected models; lengths, and weights proper for younger players. Each, 50c.

No. 25B. "Junior League," plain, extra quality ash, spotted burning. Each, 25c.

No. 10B. "Boys' League" Bat, good ash, varnished. Ea., 10c.

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SPALDING CATCHERS' MITTS



No. 11-0. "The Giant." Heavy brown leather throughout; laced back. "Stick-on-the-hand" strap-and-buckle fastening. Each, \$10.00

Patented October 23, 1910

No. 10-0. "WORLD SERIES" Patent. Molded face. Brown calfskin. King Patent Felt Padding. Laced back. "Stick-on-the-Hand" strap-and-buckle fastening. Each, \$9.00

Rev. U. S. Pat. Off.

Patented January 2, 1906; March 30, 1909; September 29, 1910, and including King Patent

Exclusive. Patented June 26, 1910

No. 10-0P. "WORLD SERIES" Same as No. 10-0, but patent perforated palm. Each, \$8.00

Rev. U. S. Pat. Off.

Patented January 2, 1906; June 26, 1910; March 25, 1912

No. 9-0. "Three-and-Out." Patented Molded face; hand formed pocket. Brown calfskin; hair felt padding; patent laced back; leather strap and brass buckle fastening. Each, \$8.00

Patented January 2, 1906

No. 9-0P. Patent "Perforated" Palm. Otherwise same as No. 9-0. Each, \$8.00

Patented March 25, 1912

No. 8-0. "Olympic." Palm specially prepared leather. Back and side special brown calfskin. Leather lace. Leather bound edges. Hand stitched, formed padding. Each, \$7.00

Patented January 2, 1906

No. FO. "Foxy." Brown calfskin. Patent combination shaped face; hair felt padding. Fox Patent Padding Pocket. Extra felt supplied with mitt. "Stick on the Hand" strap-and-buckle fastening. Each, \$7.00

Patented January 2, 1906; October 29, 1912; and including Fox Patent Padding Pocket.

Patented February 20, 1912

No. 7-0. "Perfection." Brown calfskin. Patent combination shaped face; hair felt padding. Patent laced back and thumb; leather lace. Each, \$6.00

Patented January 2, 1906

No. 6-0. "Collegiate." Molded face. Olive colored leather. King Patent Felt Padding, patent laced back and thumb. Each, \$5.00

Patented January 2, 1906; March 30, 1909; King Patent Padding, Patented June 26, 1910

No. OG. "Conqueror." Semi-molded face. Brown calf, black leather bound; leather laced; Heel of hand piece felt lined. Each, \$5.00

No. 5-0. "League Extra." Molded face. Buff colored leather, patent felt padding; Heel of hand piece felt lined. Each, \$4.00

Patented January 2, 1906; September 29, 1908

No. OK. "OK Model." Semi-molded, brown horse hide face. Felt padding, red leather edges. Heel of hand piece felt lined. Ea., \$4.00

No. 10-0



No. 6-0



No. 5-0

All Styles Made in Rights and Lefts. When Ordering for Left Handed Players Specify "Full Right."

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SPALDING CATCHERS' MITTS

No. 3-0. "Decker Patent." Brown oak leather; patent laced back; laced at thumb. Sole leather Decker Patent finger protection. Each, \$3.50

No. 2-0. "Leader." Brown oak leather face, back and finger piece. Patent laced back; laced at thumb. Each, \$3.50

No. 4-0. "League Special." (January 2, 1906) Molded face. Brown leather; felt padding. Heel of hand piece felt lined. Each, \$3.50

No. O. "Interstate." Brown leather face, side and finger piece. Each, \$3.00

No. OH. "Handy." Pearl grain leather face, brown leather back; felt padding; laced, reinforced at thumb. Each, \$3.00

No. OR. "Decker Patent." Black leather; Sole leather Decker Patent finger protection. Each, \$2.50

No. OA. "Inter-City." Brown cowhide face and finger piece, green leather back and side piece; red leather binding; reinforced and laced at thumb; patent laced back. Each, \$2.50

No. 1S. "Athletic." Large model, smoked horse hide face and finger piece, brown leather side piece and back; reinforced and laced at thumb; patent laced back. Each, \$2.00

No. 1R. "Semi-Pro." Large model; black grain-leather; reinforced and laced at thumb; patent laced back, leather lace. Each, \$2.00

No. 1X. "Trade League." Large model; face and finger piece buff colored leather, black leather back and side piece; leather bound; patent laced back. Felt padding. Each, \$2.00

No. 1C. "Back-Stop." Large model; special gray leather face and finger piece; brown leather side and back; padded. Each, \$1.50

No. 1D. "Champion." Black leather face, back and finger piece, with brown leather side. Padded; patent laced back. Each, \$1.50

No. 1A. "Catcher." Oak leather face, back and finger piece, black leather side piece. Laced at thumb. Each, \$1.25

No. 2C. "Foul Tip." Oak leather. Padded; reinforced and laced at thumb. Each, \$1.00

No. 2R. "Association." Black leather face, back and finger piece. Each, \$1.00

No. 3. "Amateur." Oak tanned leather face, back and finger piece. Each, 75c.

No. 3R. "Interscholastic." Black leather face, back and finger piece. Each, 75c.

No. 4. "Public School." Large size. Brown oak leather; reinforced, laced at thumb. Ea., 50c.

No. 4R. "Boys' Amateur." Large size. Black leather face and finger piece. Each, 50c.

No. 5. "Boys' Delight." Face and finger piece of brown oak tanned leather. Each, 25c.



No. 3-0



No. 1S



No. 2C

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SPALDING INFIELDER'S GLOVES



No. AA1



No. SS



No. PX



No.
2XR

No. VXL. "Just Right." "Broken-In" style. Specially treated brown calfskin. Full leather lined. Welted seams. Supplied in either regular or "Cadet" fingers. King Patent Padding. (Patented June 29, 1910) Each, \$5.00

No. SXL. "All Players." "Broken-In" Buckskin. Finest material throughout. Full leather lined. Welted seams. King Patent Padding. (Patented June 29, 1910) Each, \$5.00

No. AA1. "WORLD SERIES" Professional model. Finest buckskin, specially treated to help player break glove into shape. Very little padding. Welted seams. Leather lined throughout. One of the most popular models. Regular padding. Each, \$4.00

No. BB1. "WORLD SERIES" Finest buckskin. Worn by successful National and American League infielders. Good width and length. Leather lined. Welted seams. King Patent Padding. (Patented June 29, 1910) Each, \$4.00

No. SS. "Leaguer." With shorter "Cadet" fingers than in other gloves. Best quality buckskin. Welted seams and leather lined all through. Each, \$4.00

No. PX. "Professional." Felt lined. Finest buckskin, same as in our No. PXL glove. Padded according to ideas of prominent professional players who prefer felt to leather lining. Welted seams. Each, \$3.00

No. RXL. "League Extra." Black calfskin. Highest quality throughout. Design similar to No. PXL. Full leather lined. Welted seams. Each, \$3.50

No. PXL. "Professional." Finest buckskin. Heavily padded around edges and little finger. Extra long to protect wrist. Leather lined. Welted seams. Supplied in regular and "Cadet" fingers. Each, \$3.50

No. XWL. "League Special." Specially tanned calfskin. Padded with felt. Extra long to protect wrist. Highest quality workmanship. Full leather lined. Welted seams. Each, \$3.00

No. 2W. "Minor League." Smoked horse hide. Professional model. Full leather lined. King Patent Felt Padding. (Patented June 29, 1910) Welted seams. Each, \$3.00

No. 2XR. "Inter-City." Black calfskin. Professional style; padded little finger; leather strap at thumb; welted seams; leather lined throughout. Each, \$2.50

No. PBL. "Professional Jr." Youths' Professional style. Selected velvet tanned buckskin. Same as No. PXL. Leather lined. Welted seams. Each, \$2.50

No. 2X. "League." Specially tanned pearl colored grain leather. Same as special shortstop glove No. SS. Welted seams; leather lined throughout. Each, \$2.50

No. 2Y. "International." Smoked horse hide. Professional style, specially padded little finger, and leather strap at thumb; welted seams. Full leather lined throughout. Each, \$2.50

All the gloves described above are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our patented diverted seam (Patented March 10, 1908) between fingers, adding considerably to the durability of the gloves.

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SPALDING INFIELDER'S GLOVES

No. 3X. "Semi-Pro." Gray buck tanned leather. Large model. Correctly padded; welted seams. Leather lined throughout. Each, \$2.00

No. 4X. "Association." Brown leather, specially treated. Popular model. Padded little finger, and leather strap at thumb. Welted seams; full leather lined. Ea., \$2.00

No. 3XR. "Amateur." Black tanned leather, padded, large thumb. Welted seams. Leather lined. Ea., \$2.00

No. XL. "Club Special." White leather, padded on professional model. Welted seams. Leather lined. \$1.50

No. XLA. "Either Hand." Worn on right or left hand. (Pat. Sept. 12, 1911), White tanned leather, correctly padded. Welted seams. Full leather lined. Each, \$1.50

No. 11. "Match." Professional style. Special tanned olive colored leather throughout. Welted seams; correctly padded. Leather lined. . . . Each, \$1.50

No. ML. "Diamond." Special model. Smoked sheep-skin, padded. Full leather lined. . . . Each, \$1.50

No. XS. "Practice." White velvet tanned leather. Welted seams; inside hump. Full leather lined. Each, \$1.25

No. 15. "Regulation." Men's size. Brown tanned leather, padded. Welted seams. Palm leather lined. Ea., \$1.00

No. 15R. "Regulation." Men's size. Black tanned leather, padded; inside hump. Palm leather lined. Each, \$1.00

No. 10. "Mascot." Men's size. Olive tanned leather, padded. Popular model. Palm leather lined. Ea., \$1.00

No. X. "Special." Men's size. Oak tanned brown leather. Professional model. Leather strap at thumb, padded. Welted seams. Leather lined. Each, \$1.00

No. XB. "Boys' Special." Boys' professional style. White leather. Welted seams. Leather lined. Ea., \$1.00

No. 12. "Public School." Full size. White chrome leather, padded; inside hump. Palm leather lined. Ea., 75c.

No. 13. "Interscholastic." Youths' size. Oak tanned brown leather. Professional model. Leather web at thumb; padded. Welted seams. Leather lined. Ea., 75c.

No. 12R. "League Jr." Full size. Black tanned leather, lightly padded, but extra long. Palm leather lined. Welted seams, inside hump. . . . Each, 75c.

No. 16. "Junior." Full size. White chrome tanned leather, lightly padded, extra long. Palm leather lined. Ea., 50c.

No. 16W. "Star." Full size. White chrome leather. Welted seams; padded. Palm leather lined. Ea., 50c.

No. 14X. "Boys' Match." Youths' professional style. Special tanned wine colored leather, correctly padded and inside hump. Palm leather lined. . . . Each, 50c.

No. 17. "Youths." Brown smooth tanned leather, padded; inside hump. Palm leather lined. Each, 50c.

No. 18. "Boys' Own." Oak tanned leather, padded; inside hump. Palm leather lined. . . . Each, 25c.



No. 3X



No. XLA



No. 15



No. 17

All the gloves described above are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our patented diverted seam (Patented March 10, 1908) between fingers, adding considerably to the durability of the gloves.

All Styles Made in Rights and Lefts. When ordering for Left Handed Players Specify "Full Right."

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No. BXP



No. CO



No. DX



No. 2MF

SPALDING BASEMEN'S MITTS

No. ABX. "Stick-on-the-Hand." Calfskin. Laced, except thumb and heel. Special strap "Stick-on-the-Hand" with buckle at back. Each, \$5.00
No. AAX. "First Choice" Broken-In Model. Specially prepared leather. King Patent Padding. Leather lace. Strap reinforcement at thumb. Ea., \$5.00
No. AXX. "Good Fit." Brown calfskin, bound with black leather. Leather laced. Each, \$4.00
No. BXS. "League Special." Brown calfskin, bound with brown leather. Leather laced, except at heel; leather strap support at thumb. Ea., \$4.00
No. AXP. "WORLD SERIES." White tanned buck; leather lacing. Leather strap support at thumb. King Patent Padding. Each, \$4.00
No. BXP. "WORLD SERIES." Calfskin; leather lacing. Leather strap support at thumb. King Patent Padding. Each, \$4.00
No. CO. "Professional." Specially treated calfskin. Padded, leather laced, except at heel. Each, \$3.00
No. CX. "Semi-Pro." Smoke colored leather face, brown leather back, laced all around, except at heel; padded at wrist and thumb. Each, \$2.50
No. CD. "Red Oak." Tanned brown leather; red leather binding. Laced, except at thumb and heel, leather strap support at thumb. Each, \$2.50
No. CXR. "Amateur." Black leather face, back and lining. Padded; laced, except at heel. Each, \$2.00
No. CXS. "Amateur." Special tanned brown leather. Padded; laced, except at heel. Each, \$2.00
No. DX. "Double Play" Oak tanned leather, laced all around, except at heel; padded. Each, \$1.50
No. EX. "League Jr." Black smooth leather, laced all around, except at heel. Suitably padded. Ea., \$1.00

All Mitts described above, patented August 9, 1910
King Patent Padding on Nos. AAX, AXP, BXP, Pat. June 28, 1910

"League Extra" Pitchers' and Basemen's Mitt

No. 1F. Face of tanned leather; balance of brown calfskin. Without hump. Leather laced. Ea., \$3.50

Spalding Fielders' Mitts

No. 2MF. "League Special." Brown calfskin face and back; has finger separations of leather, extra full thumb, leather web; leather lined. Ea., \$3.00
No. 5MF. "Professional." Olive leather, padded; finger separations; felt lined; leather web. Ea., \$2.00
No. 6MF. "Semi-Pro." White tanned buckskin; leather finger separations; leather lined; large thumb; well padded, and leather web. Each, \$1.50
No. 7MF. "Amateur." Pearl colored leather; finger separations; padded; web thumb. Each, \$1.00
No. 8F. "Amateur." Black tanned smooth leather; padded; leather lined; reinforced and laced at thumb. Strap-and-buckle fastening. Each, \$1.00
No. 9F. "League Jr." Boy's. Oak tanned leather, padded; reinforced and laced at thumb. Each, 50c.

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SPALDING CATCHERS' MASKS



No.
11-0D



No.
10-0W



No.
5-0



No. 3-0



No. 2-0



No.
OXB

No. 11-0D. "SAFETY FIRST" Double Wire, Open Vision, Electric Welded Frame. Double wiring adds a little to the ordinary weight of a mask, but for the catcher who wants the best there is no other style worth consideration. Properly padded, including every up-to-date feature in construction. Each, \$6.00

No. 10-0W. "WORLD SERIES." Patented December 12, 1911; Jan. 25, 1912; Dec. 12, 1911. Special electric welded "Open Vision" black finish frame, including wire ear guards and circular opening in front. Weight is as light as consistent with absolute safety; padding conforms to face with comfort. Ea., \$5.00

No. 8-0. "Open Vision." Patented December 11, 1911; Jan. 25, 1912; Dec. 12, 1911. Specially soldered and reinforced frame of highest quality special steel wire, black finish. Carefully reinforced with hard solder at joining points. Special wire ear guards. Each, \$5.00

No. 5-0. "Open Vision" Umpires' Mask. Has neck protecting attachment and special ear protection; nicely padded. Principal wire crossings specially soldered. Safest and most convenient style ever made for umpires. Each, \$5.00

No. 6-0. "Special Soldered." Principal wire crossings heavily soldered. "Open Vision," extra heavy wire frame, black finished; continuous style padding, with soft chin-pad; special elastic head-band. Each, \$4.00

No. 4-0. "Sun Protecting." Patent leather sun-shade, protecting eyes without obstructing view. "Open Vision," electric welded frame of extra heavy steel wire, black finish. With soft chin-pad; improved design hair-filled pads, including forehead pad; elastic head band. Each, \$4.00

No. 3-0. "Neck Protecting." Neck protecting arrangement affords positive protection. "Open Vision," electric welded, black finish frame; comfortable pads, with soft chin-pad and special elastic head-strap. Each, \$3.50

No. O-P. "Semi-Pro" League. "Open Vision," electric welded best black annealed steel wire frame. Special continuous style side pads, leather covered; special soft forehead and chin-pad; elastic head-band. Each, \$2.50

SPALDING "REGULATION LEAGUE" MASKS

No. 2-0. "Open Vision," soldered heavy black annealed steel wire frame. Full length side pads of improved design; soft forehead and chin-pad; special elastic head-band. Each, \$2.00

No. O-X. Men's size. "Open Vision," electric welded frame, black finish. Improved leather covered pads, including forehead-pad, molded leather chin-strap; elastic head-band. Each, \$1.50

No. OXB. Youths'. "Open Vision," electric welded frame, black finish. Soft side padding, forehead and chin-pad. Each, \$1.50

No. A. Men's. Electric welded black enameled frame. Leather covered pads, forehead and chin-pad. Each, \$1.00

No. B. Youths'. Electric welded black enameled frame; similar in quality throughout to No. A, but smaller in size. Each, \$1.00

No. C. Electric welded black enameled frame; soft leather covered pads, wide elastic head-strap, leather strap-and-buckle. Ea., 50c.

No. D. Electric welded black enameled frame. Smaller in size than No. C. Each, 25c.

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SPALDING BASE BALL UNIFORMS

Complete Color Sample Book mailed, on application, to any team captain or manager, together with Measurement Blank and full instructions for measuring players for uniforms.

Spalding "WORLD SERIES" Uniform No. O.	Single Suit, \$15.00	\$12.50
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "WORLD SERIES" Uniform No. OA.	Single Suit, \$14.00	11.50
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "League" Uniform No. 1.	Single Suit, \$12.50	10.00
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "League" Uniform No. 1A.	Single Suit, \$11.50	9.00
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "Interscholastic" Uniform No. 2.	Single Suit, \$9.00	7.50
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "Minor League" Uniform No. M.	Single Suit, \$9.00	7.50
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "City League" Uniform No. W.	Single Suit, \$7.50	6.00
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "Club Special" Uniform No. 3.	Single Suit, \$6.00	5.00
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "Amateur Special" Uniform No. 4.	Single Suit, \$4.00	3.50
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "Junior" Uniform No. 5.	Single Suit, \$3.00	2.50
Net price to clubs ordering <i>nine or more uniforms</i>	Suit,	
Spalding "Youths" Uniform No. 6. Good quality Gray material		1.00
No larger sizes than 30-in. waist and 34-in. chest.	Complete,	
ABOVE UNIFORMS CONSIST OF SHIRT, PANTS, CAP, BELT AND STOCKINGS.		

SPALDING BASE BALL SHOES



No. FW. "WORLD SERIES" Kangaroo uppers, white oak soles. Hand sewed; strictly bench made. Extra strong soft laces. Pair, \$7.00

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a light weight durable shoe for general use we recommend No. 30-S.

Sizes and Weights of No. FW Shoes

Size of Shoes:	5	6	7	8	9
Weight per pair:	18	18½	19	20	21 oz.

No. 30-S. "Sprinting." Kangaroo uppers, white oak soles. Built on our running shoe last. Light weight. Hand sewed; bench made. Strong laces. Pair, \$7.00
 No. O. "Club Special." Selected satin calfskin, substantially made. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, \$5.00
 No. OS. "Club Special" Sprinting. Similar to, No. O, but made with sprinting style flexible soles. (Patented May 7, 1912). Pair, \$5.00
 No. 35. "Amateur Special." Leather, machine sewed. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, \$3.50 ★ \$39.00 Doz.
 No. 37. "Junior." Leather; regular base ball shoe last. Plates hand riveted to heels and soles. Excellent for the money but *not* guaranteed. Pair, \$2.50 ★ \$27.00 Doz.

Juvenile Base Ball Shoes

No. 38. Made on special boys' size lasts. Good quality material throughout and steel plates. Furnished in boys' sizes, 12 to 5, inclusive, only. . . . Pair, \$2.00

Spalding "Dri-Foot" prolongs the life of the shoes. Can, 15c.

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen pairs or more at one time. Quantify prices NOT allowed on items NOT marked with ★

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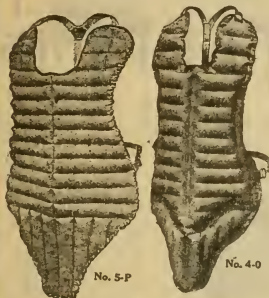
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Spalding "WORLD SERIES" Catchers' Body Protectors

- No. 5P. Padded style, not inflated. Patented June 22, '09; Aug. 24, '09. Canvas cover, laced at sides, permitting readjusting of padding as desired. Special body strap. Each, \$10.00
- No. 4-0. Inflated style. Strong tan covering. Special shoulder padding, laced to permit readjustment of padding as desired and special body strap. (Patented Nov. 24, '03). Each, \$10.00



Spalding Catchers' Body Protectors

- No. 2-0. "Minor League." Cover of durable material. Made in best manner. Inflated. Full size. Each, \$7.50
- No. 0. "City League." Slightly narrower than No. 2-0. Covering of durable material. Inflated. Each, \$5.00
- No. M. "Interscholastic." Well made, inflated. 3.50
- No. 2. "Youths." Good size. Inflated. 3.00

Spalding Umpires' Body Protectors

- Give length and width when ordering Umpires' Body Protectors.
- No. L. Inflated. Large size, best quality. Same as supplied to most experienced major league umpires. Each, \$10.00
- No. LS. Inflated. Special light weight, very large air passages and without any breaks or hinges. Soft rubber tube instead of regular inflating valve. Not carried in stock; supplied on special orders only. Each, \$10.00
- No. R. Inflated. Correct model. Cover of good material. Flexible inflating tube. Each, \$5.00

Spalding Leg Guards for Base Ball Catchers

- No. 33. As supplied to Roger Brenahan and to other prominent league catchers. Knee guard of molded sole leather; leg piece padded with reeds; light and strong; special ankle pads as protection from spikes. Covered with special quality white buck dressed leather. Pair, \$6.50

Spalding Catchers' Leg Guards

- No. RB. Plain style, fiber leg piece, not ribbed. Leather padded at ankle and knee. Pair, \$5.00.

Spalding Uniform Bags

Convenient roll for packing uniforms in a manner which will not wrinkle and soil them; with separate compartments for shoes, etc.

- No. 2. Bag leather; well made. Each, \$6.00
- No. 1. Best heavy canvas; leather bound, double leather shawl strap and handle. Each, \$3.00
- No. 6. Brown canvas roll; leather straps and handle. " 1.50
- No. 5. Combined Uniform and Bat Bag. Similar to regular uniform bags, but with extra compartment to carry one bat. Best canvas, leather bound. Each, \$4.00
- No. 4. Individual Uniform Bag. Best quality brown canvas; two leather handles; strap-and-buckle fastenings. Holds suit, shoes and other necessary articles. Each, \$2.00

Spalding Bat Bags

- No. 2. Heavy waterproof canvas, leather reinforced at both ends, and leather handles; holds 12 bats. Each, \$3.50
- No. 3. Similar to No. 2, but holds only 6 bats. " 2.50

Spalding Individual Bat Bags

- No. 01. Good quality heavy leather bat bag, for two bats; used by most league players. Each, \$4.00 ★ \$3.20 Dos.
- No. 02. Extra heavy canvas; heavy leather cap at both ends. Each, \$2.00 ★ \$1.60 Dos.
- No. 51. Sheepskin, good quality bag, with heavy leather end. Each, \$1.75 ★ \$1.80 Dos.
- No. 03. Heavy canvas; leather cap at both ends. Each, \$1.00 ★ \$1.00 Dos.

Spalding Special Club Bat Bag

- No. 8. Heavy canvas, with strong reinforcing strips running lengthwise, and heavy leather ends. Holds 26 to 30 bats. Each, \$18.00
- Lettering on any of above bags extra. Prices on application.



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Spalding Base Ball Bases

Complete with Straps and Spikes

No. 0L. Special League Bases, filled, very heavy quilted canvas. Each base fitted with two extra strong, harness leather straps and three extra heavy 14 inch special spikes. Used by the big league and college clubs. Set of 3, \$7.50

No. 0. League Club Bases, filled, extra quality canvas; quilted. Harness leather straps. Set of 3, \$5.00
No. 1. Canvas Bases, filled, well made; not quilted. Set of 3, \$4.00

No. 2. Canvas Bases, filled, good quality. Set of 3, \$3.50
No. 4. Unfilled Canvas Bases, laced. May be filled with sand or other material. Canvas straps. Set of 3, \$1.00

No. 5. Quilted Stiff Canvas Bases, without straps. Set of 3, 1.00

Spalding Pitchers' Box Plates

No. 3. Made in accordance with National League regulations; extra quality white rubber. With pins. Each, \$5.00
No. 2. Composition material, regulation size and shape. With pins. Each, \$3.50

Spalding Rubber Home Plates

No. 1. In accordance with the National League regulations. Extra quality white rubber. With pins. Each, \$7.50
No. C. Composition material, regulation size and shape. With pins. Each, \$5.00

Spalding Improved Steel Shoe Plates

We do not sell separately the special quality base ball shoe plates used on our best grade shoes, but we will rent shoes of our own make with steel plates, and charge, including pair each of toe and heel plate and putting plates on shoes. \$1.00

This price does not include transportation charges on shoes.



No. 3-0



No. 4-0



No. 0 and 1

No. 3-0. Toe Plates, high point carbon steel, carefully tempered and ground. Pair, 50c.
No. 4-0. Heel Plates, high point carbon steel, carefully tempered and ground. Pair, 50c.
No. 0. Toe Plates, hardened steel, sharpened. Pair, 25c.

No. 2-0. Heel plates, hardened steel, sharpened. 25c.
No. 2. Toe plates, good steel, sharpened. 10c.
No. 1H. Heel plates, good steel, sharpened. 10c.



No. A

Spalding Pitchers' Toe Plates

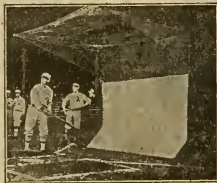
A thorough protection to shoe and of great assistance in pitching. Made for right or left shoe. When ordering, specify for which shoe required.

No. A. Aluminum. Regular style. Each, 25c.
No. B. Brass. Regular style. 25c.
No. BS. Brass. Cut low. Light weight. Particularly for pitchers and shortstops who do not drag their feet. Each, 25c.

Spalding

Movable Bating Cage

Can be moved to any part of the field quickly and easily by simply pushing the rear handle, yet when it is in position it is absolutely rigid. Made with heavy frame of japanned iron piping. No intricate parts to get out of order. Simple construction; strongly made. Used on nearly every major league field besides on those of the more prominent colleges. This photograph shows Eddie Collins of the Philadelphia Athletics, at bating practice just before the start of one of the World Series games. Complete with tarred nets, and extra canvas reinforcement at bottom. Each, \$60.00



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Top View, No. 0L



Bottom View, No. 0L



No. 3



No. 1



Spikes for No. 0L and 0

Extra Straps and Spikes

Straps for No. 0L and 0 Bases. Each, 75c.
Straps for No. 1 Bases. 50c.
Straps for No. 2 Bases. 40c.
Spikes for No. 0L and 0 Bases. 20c.
Spikes for No. 1 Bases. 10c.
Spikes for No. 2 Bases. 5c.

Spalding

Fred Clarke Sun Glasses

Glasses are made with an attachment that hinges on to the cap and can be turned up out of the way when not needed.



Copyright, Leslie's Weekly

No. 2. Fred Clarke Sun Glasses. Complete with attachment for fastening to cap. Pair, \$10.00

Price does not include cap.

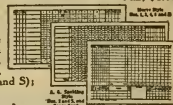
Spalding Regular Sun Glasses for Outfielders

No. 1. Good quality metal frames. Complete with case. Pair, \$1.00

Spalding

Score Books

Spalding Base Ball Score Books are made in three styles: Morse style (Nos. 1, 3, 4, 5 and M); A. G. Spalding style (Nos. 2 and S); Foster style (No. F).



Pocket Score Books
No. 1. Paper, 7 games, Morse style. Each, 10c.
No. 2. Board, 22 games, A. G. Spalding style. 25c.
No. 3. Board, 46 games, Morse style. 50c.
No. S. Board, A. G. Spalding style, 79 games. 75c.
No. M. Board, Morse style, 79 games. 75c.
No. F. Board, Foster style, 79 games. 75c.

Club Score Books

No. 4. Board, 8 1/2 x 10 1/2 in., 30 games, Morse style. Ea., \$1.00
No. 5. Board, 8 1/2 x 10 1/2 in., 79 games, Morse style. 1.50
Score Cards. Each, 5c. Doz., 25

Spalding Umpire Indicator

No. 0. Made of celluloid; exact size 3 1/2 x 1 1/2 inches. Endorsed and used by all League umpires. Each, 50c.



Spalding Scoring Tablet

No. 2. A simple, convenient and accurate device for the record of runs and outs. Celluloid and can be carried in vest pocket Ea., 25c.



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an idea of the great variety of ATHLETIC GOODS manufactured by
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<p>Archery Ash Bars Athletic Library Attachm'ts, Chest Weight</p> <p>Bags— Becketops, Tennis Bat Bathing Suit Caddy Cricket Striking Tennis Uniforms</p> <p>Balls— Base Basket Cricket Field Hockey Golf Hand Indoor Medicine Playground Squash Tennis Volley Water Polo Ball Cleaner, Golf Sandbags, Elastic Bar Belle Base, Horizontal Base— Base Ball Indoor Bathing Suite Batons Base Base Ball Cricket Indoor Bathing Cage, Base Ball Belts— Leather end Worsted</p> <p>Bladders— Basket Ball Striking Bag Blades, Fencing Blankets</p> <p>Caddy Badges Caps— Base Ball Knitted University Water Polo Center Forks, Iron Center Straps, Canvas Chest Weights Circle, Seven-Foot Clock Golf Corks, Running Covers, Racket Cricket Goods Croquet Goods Cross Bars</p> <p>Discs— Marking, Golf Discus, Olympic Disks, Striking Bag Dumb Bells</p> <p>Emblems Embroidery Equestrian Polo Exercisers, Elastic</p> <p>Felt Letters Fencing Sticks Field Hockey Finger Protection Flag— College Marking Golf</p>	<p>Foils, Fencing Glasses, Base Ball Sun Glove— Base Ball Boxing Cricket Fencing Golf Head Ball Glove Softener Goals— Basket Ball Golf Ball Washer Golf Clubs Golf Counters Golflette Grip— Athletic Golf Gun Preservative, Tennis Guy Ropes and Pegs Gym'n Suits, Women's</p> <p>Hammers, Athletic Handle Cover, Rubber Hangers for Indian Clubs Hats, University Health Pull Hob Nails Hole Cutter, Golf Hole Rim, Golf Home Gymnasium Hurdles, Safety Husky Goods</p> <p>Indian Clubs Push Ball Striking Bag</p> <p>Jackets, Fencing Javelina Jerseys</p> <p>Knee Protectors</p> <p>Lacrosse Lanes for Sprites Lawn Bowls Leg Guards— Base Ball Cricket Field Hockey Leotards Letters— Embroidered * Felt Linctment</p> <p>Mallets— Cricket Croquet Equestrian Polo Rogue Markers— Tennis Golf Mask— Base Ball Fencing Mattresses Megaphones Mits— Base Ball Striking Bag Monograms Mufflers, Knitted</p> <p>Nets— Cricket Golf Driving Tennis Volley Ball</p>	<p>Newcomb Numbers, Competitors'</p> <p>Pede— Chamois, Fencing Sliding, Base Ball Wrestling Paint, Golf Painter— Base Ball Bathing, Knee Boys' Knee Running Pennants, College Plaques, Fencing Plates— Base Ball Shoe Home Marking, Tennis Pitchers, Box Pitchers' Toe Teeing, Golf Platforms, Striking Bag Poles, Vaulting Polo, Equestrian Polo, Roller, Goods Poles— Becketop, Tennis Lawn Tennis Protectors— Abdomen Base Ball Body Base Ball Bruise Indoor Base Ball Thumb Pullers and Axle, Tennis Push Ball Pushers— Chamois Leather Puttee, Golf</p> <p>Quois</p> <p>Racket Covers Racket Presaes Rackets, Lawn Tennis Rackets, Hestring Racks, Golf Ball Rapiers Reels for Tennis Posts Referees' Whistle Rings— Exercising Swinging Rogue Rowing Machines</p> <p>Sacks, for Sack Racing Sandow Dumb Bells Score Books— Base Ball Basket Ball Cricket Golf Tennis Score Tablets, Base Ball Scoring Tree, Tennis Shirts— Athletic Base Ball Training Shore— Acrobatic Base Ball Basket Ball Bowling</p>	<p>Shoes— Clog Cricket Cross Country Field Hockey Fencing Golf Gymnasium Jumping Outing Running Squash Street Tennis Walking Shot— Athletic Indoor Skate Rollers Skates, Roller Slippers, Bathing Squash Goods Standards— Vaulting Volley Ball Straps— Base Ball For Three-Legged Race Spikes, Cricket Steel Cable, Tennis Net Sticks, Polo— Stockings Stop Boards Striking Bags Stumps and Bails Suits— Gym'n, Women's Swimming Supporters— Ankle Wrist Suspensories Sweet Band Sweaters Swivels, Striking Bag Swords— Dueling Fencing</p> <p>Take-Off Board Tape— Adhesive Cricket, Measuring Marking, Tennis Measuring Steel Tees, Golf Teiber Tennis Tights— Athletic Full Wrestling Knee Toe Boards Trapses Trousers, Y.M.C.A. Trunks— Bathing Velvet Worsted Tug-of-War Belt</p> <p>Umbrella, Golf Umpire's Chair, Tennis Umpire Indicator Uniforms, Base Ball</p> <p>Wands, Calisthenic Watches, Stop Water Wings Weights, 56-lb. Whistles, Referees' Wrestling Equipment Wrist Machines</p>
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PROMPT ATTENTION GIVEN
TO ANY COMMUNICATIONS
ADDRESSED TO US

A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

COMPLETE LIST OF STORES
ON INSIDE FRONT COVER
OF THIS BOOK

Prices in effect January 5, 1915. Subject to change without notice. For Canadian prices see special Canadian Catalogue.

Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy. Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 16 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

"The Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair and legitimate profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

"The Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

First.—The user is assured of genuine Official Standard Athletic Goods.

Second.—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is "The Spalding Policy," which has already been in successful operation for the past 16 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*
PRESIDENT.

Standard Quality

An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is guaranteed by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-nine years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.

A. G. Spalding & Bros.

SPALDING

ATHLETIC LI.

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A separate book covers every Athletic Sport
and is Official and Standard
Price 10 cents each

GRAND PRIZE



ST. LOUIS, 1904



GRAND PRIX



PARIS, 1900

SPALDING ATHLETIC GOODS

ARE THE STANDARD OF THE WORLD

A. G. SPALDING & BROS.

MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES

NEW YORK	CHICAGO	ST. LOUIS	
BOSTON	MILWAUKEE	KANSAS CITY	
PHILADELPHIA	DETROIT	SAN FRANCISCO	
NEWARK	CINCINNATI	LOS ANGELES	
ALBANY	CLEVELAND	SEATTLE	
BUFFALO	COLUMBUS	SALT LAKE CITY	
SYRACUSE	INDIANAPOLIS	PORTLAND	
ROCHESTER	PITTSBURGH	MINNEAPOLIS	
BALTIMORE	WASHINGTON	ATLANTA	ST. PAUL
LONDON, ENGLAND		LOUISVILLE	DENVER
LIVERPOOL, ENGLAND		NEW ORLEANS	DALLAS
BIRMINGHAM, ENGLAND		MONTREAL, CANADA	
MANCHESTER, ENGLAND		TORONTO, CANADA	
EDINBURGH, SCOTLAND		PARIS, FRANCE	
GLASGOW, SCOTLAND		SYDNEY, AUSTRALIA	

Factories owned and operated by A.G. Spalding & Bros. and where all of Spalding's Trade-Marked Athletic Goods are made are located in the following cities

NEW YORK	CHICAGO	SAN FRANCISCO	CHICOPEE, MASS.
BROOKLYN	BOSTON	PHILADELPHIA	LONDON, ENG.